PlayStation®

NTSC U/C

PlayStation®

Fisherman's Bait

A Bass Challenge™

EVERYONE

E

CONTENT RATED BY ESRB

SLUS-00802

KONAMI XXL SPORTS SERIES™

KONAMI

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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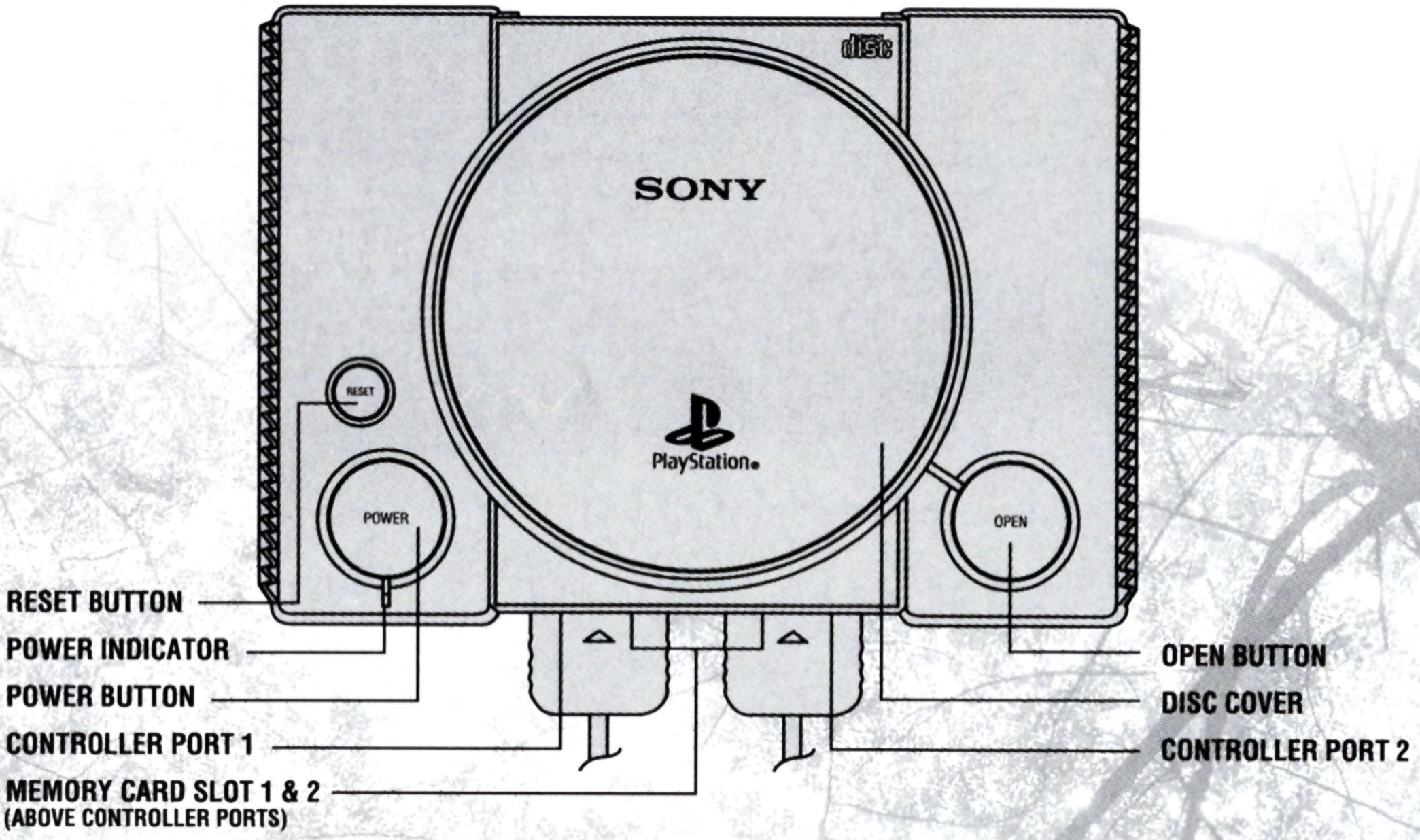
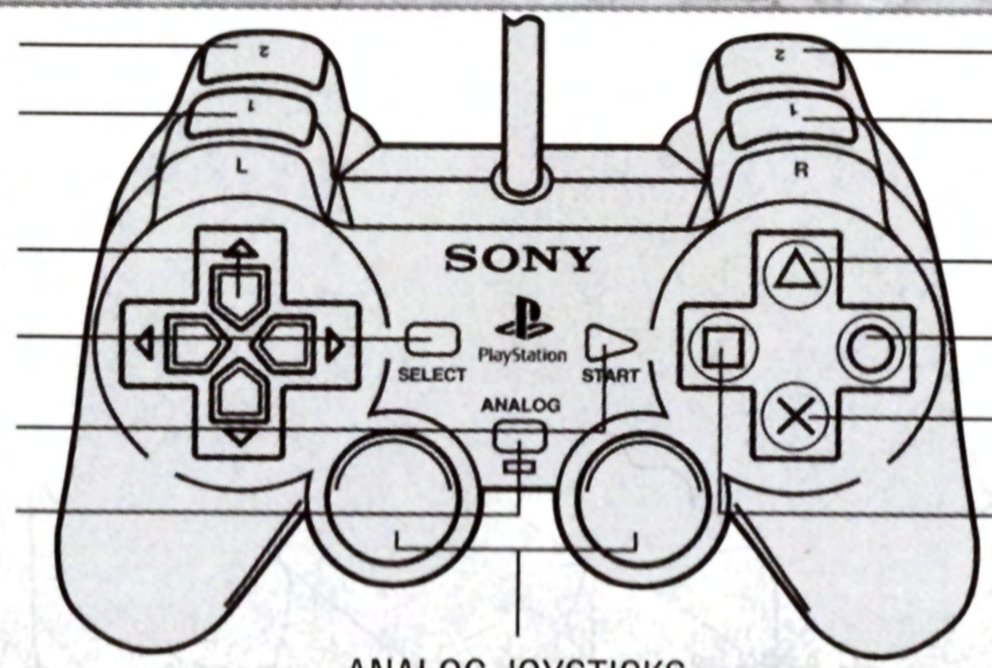
GETTING STARTED

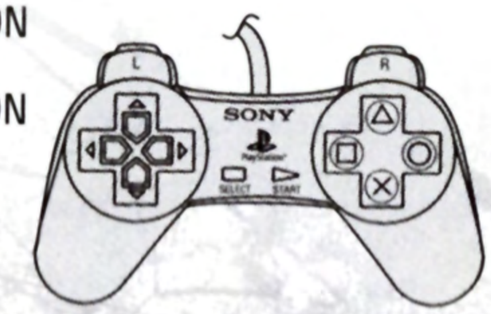


Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the ***FISHERMAN'S BAIT™*** disc and close the Disc Cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

CONTROLS



NOTE: Compatible in Digital or Analog mode



NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined to the left.

CONTROLLER OPERATION TYPES

There are three types of operations available for the controller and the analog controller.

	Reel operations	Casting	Releasing
Type A	⊗ Button	⊗ Button	(L1, L2, R1, R2) Button
Type B	◎ Button	◎ Button	(⊗, L1, L2, R1, R2) Button
Type C	⊗ Button	⊗ Button	(L1, L2, R1, R2) Button

Using the Dual Shock™ Analog Controller (These controls will only work with the Dual Shock™ Analog Controller)

Reel operations	Casting	Releasing
Clockwise rotation of the Right Analog Stick	R3 Button	(R3, L1, L2, R1, R2) Button

- You can reset the game at any time by holding down the following buttons: L1, R1, Start and Select. If you hold these down at the same time the game will reset to the title screen.
- Can be used only when the CAST , the RELEASE, or the CAST-RELEASE is set to the R3 Button from the OPTION mode.
- Turn the SHOCK in CONTROLLER setting ON in the OPTION mode to activate the vibration function.
- Toggle between analog and digital modes using the analog mode switch on the analog controller. Rod operations on the left stick, as well as overlapping use of the right stick for reel operations and casting, are available only when the LED indicator is on. In addition, the vibration function will be activated when the fish are biting or have been reeled in, enhancing the player's bass-fishing experience.

THE BASICS

FISHING TERMS EXPLAINED

These terms will be used throughout this manual and the game.

ANGLER: The person who is fishing.
RESULT: The fishing outcome.
LIVE WELL: The state of the fish caught.
SPOT: Sites where the fish hide.
BUSHES: Places where there are small trees and other growths above the water.
LURE: Artificial bait that mimics what the fish actually feed on.
RELEASE: To slacken the line on the reel.
ROD: The fishing rod.
LINE: The fishing line.
CAST (CASTING): To whip the rod forward.
HIT: To hook a fish on the lure.
TENSION: The tautness/slackness of the line.
BITING: The feel of a fish on the lure, through the rod.
LINE BREAK: A cut or severed line.
LOST: Losing a fish that was on the lure
QUALIFIED: To pass the qualifying round.

THE BASICS

THE FISH IN THIS GAME

There are 6 different types of fish that you can catch:

Largemouth Bass
Blue Gill
Rainbow Trout
Snakehead
Catfish
Catfish (BIWA)

There may be some special fish that you can catch, but you never know how and when they might show up.

The following size range is used on the weigh in or measuring screens:

HUGE
BIG
LARGE
AVERAGE
SMALL
POOR

THE BASICS

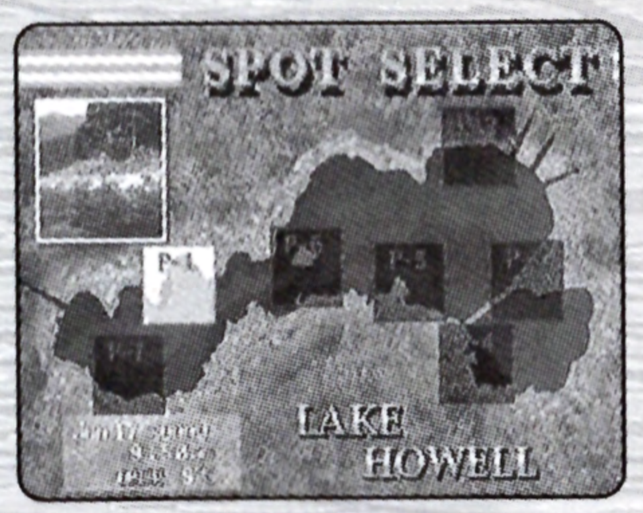
THE LAKES

There are four different lakes, each with different characteristics and fishing "hot" spots.

Lake Paradise

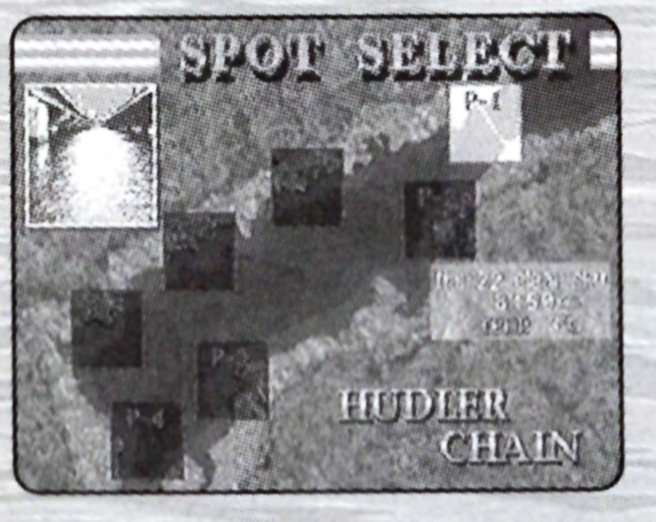
A good place for beginners. The best lake for practicing your skills, with every spot producing high yields.

- Can be chosen only in BEGINNER mode.



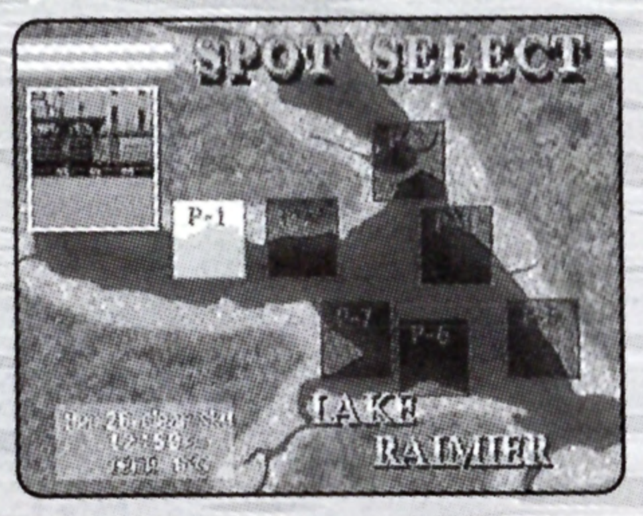
Lake Howell

Well known for bass fishing. The rolling terrain of the lakebed necessitates a carefully thought-out choice of lures.



Hudler Chain

Offers fishing spots situated in a variety of sites. If you hit a good spot, make a note of it.



Lake Raimier

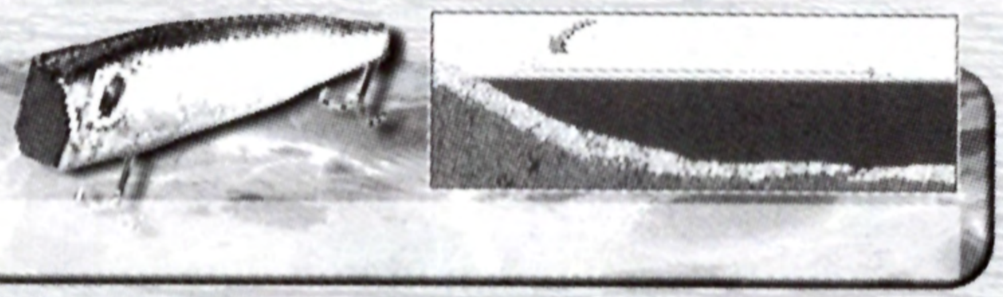
A lake rich in ideal fishing spots marked by bushes and stakes. Do your casting with extreme care!

THE BASICS

THE LURES

Choose the color and characteristics of your lure according to weather conditions, temperature, and the fishing spot.

POPPER



Mimics frogs, small fish and other prey that create ripples in the water surface. The floating lure is pulled in to cause splashing.

PENCIL BAIT

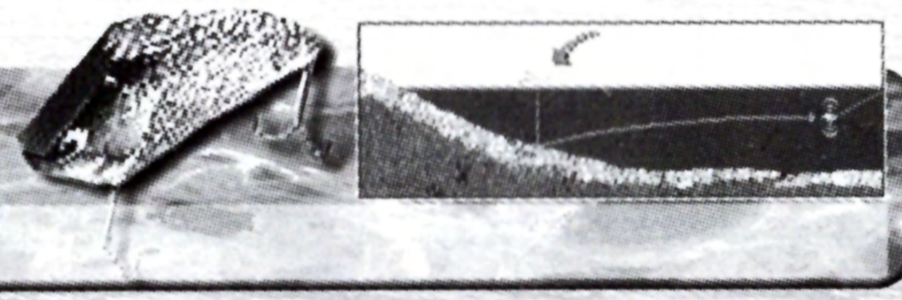
Mimics small fish that swim just below the surface. Adding quick, small motion creates an impression of a moving fish.

CRANK BAIT

Pulling the line will cause this lure to sink, and releasing the line will cause it to float. Tug the line to create a zigzag movement.

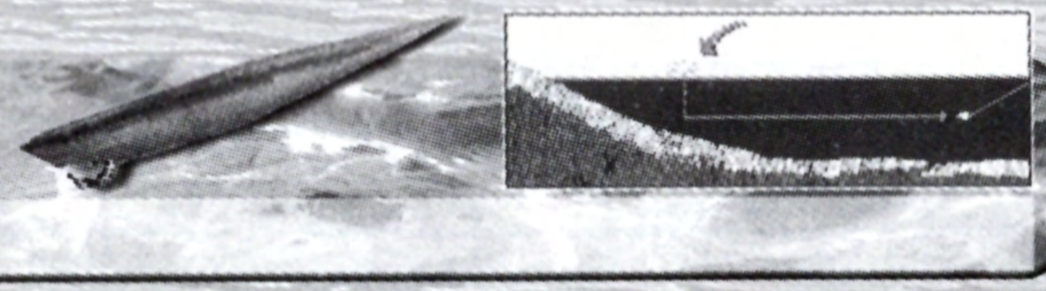
THE BASICS

VIBRATION



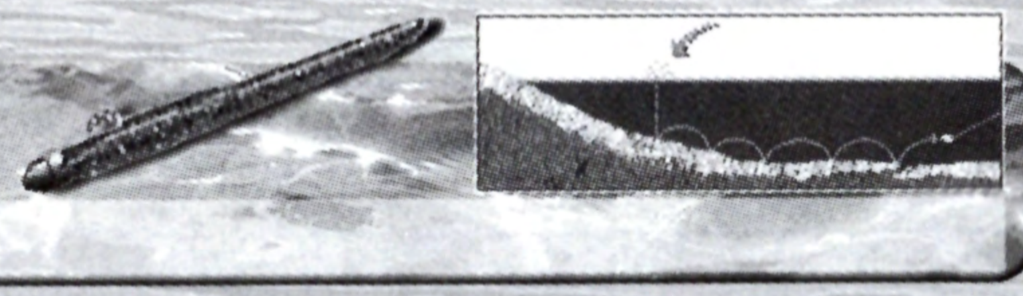
This lure vibrates with a pull to the line, and sinks when no force is applied. Pull to create a vibrating forward movement.

JERK BAIT



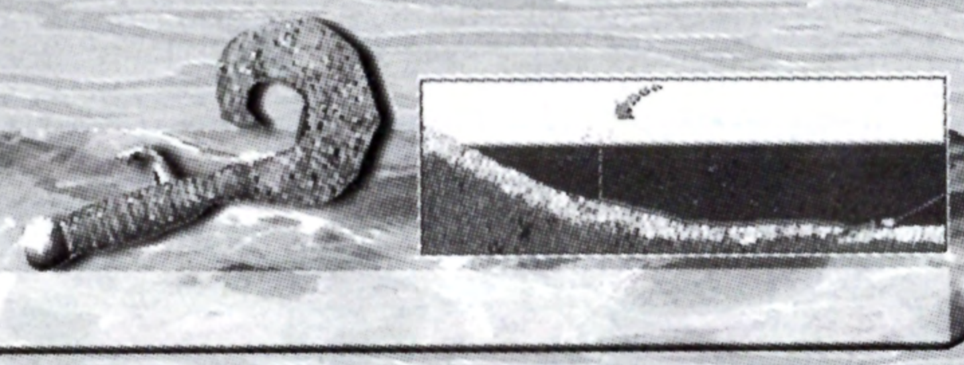
A rubber lure that mimics small fish. Pull the line while at the target depth; the bait changes shape as it moves.

WORM



A rubber lure that mimics a worm. Pull the line to simulate jerking motions on the lakebed.

GRUB



A rubber lure that mimics a grub. Drag along the lakebed while moving its large fin.

GAME MODES

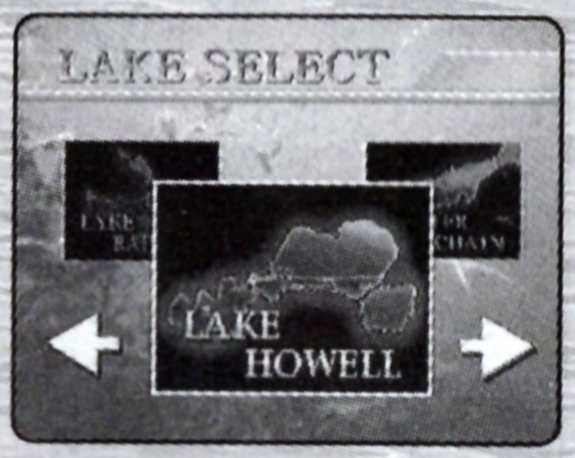
The Mode Select Screen

Highlight the mode of your choice using the Directional Buttons, and select with the ⊗ Button.

BEGINNER: A practice mode for beginners set in Lake Paradise. Instructions will appear in screen displays.
TRAINING: You may select from Lake Howell, the Hudler Chain, and Lake Raimier. This is the most advantageous mode for exploring and discovering fishing "hot" spots.
TOURNAMENT: Compete your way around the three lakes for a tournament victory.
VS PLAY: An original mode that allows two players to compete.

About the Selection Screens

This section is for type A users; please see pg. 3 if you are using other operation types.

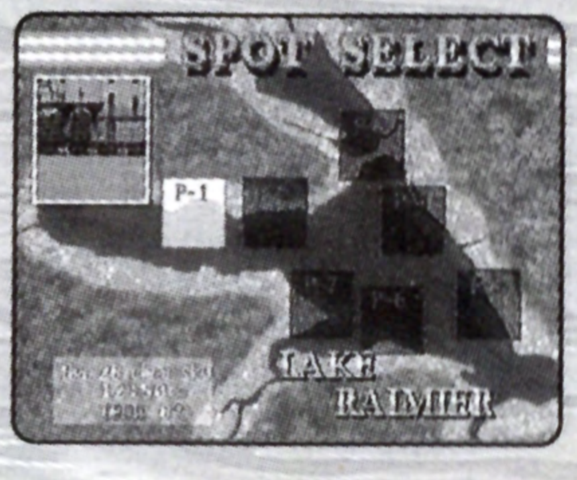


The Lake Select Screen

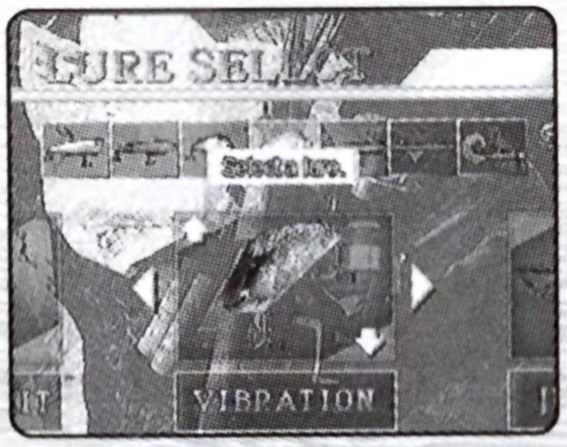
Highlight the lake of your choice using the Directional Buttons, and select with the ⊗ Button.
NOTE: You cannot make your own lake selection in BEGINNER and TOURNAMENT modes.

The Spot Select Screen

Highlight the fishing spot of your choice using the Directional Buttons, and select with the ⊗ Button.



GAME MODES



The Lure Select Screen

Highlight the lure type of your choice, and adjust the color using the Directional buttons, and select with the ⊗ Button.

A guidance screen for the selected lure will be displayed. Press the ⊗ Button to advance to the next screen.

The Game Screen

1. Environmental Displays

Displays the date, weather conditions, time, and water temperature.

2. Fishing Results

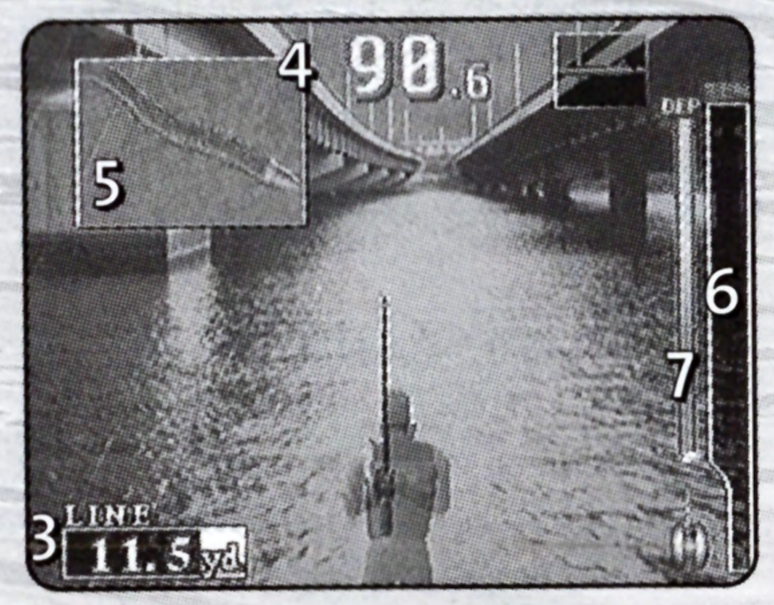
The lure screen will be displayed once casting is complete.

3. Line Length Displays

Displays the length of the line from the lure to the rod.

4. Time

Displays the time remaining.



5. Lure in Use

Displays the lure currently in use.

6. Tension Gauge

Displays the tautness of the line.

7. Lure Depth Gauge

Displays the water depth of the lure.

PLAYING THE GAME

Choose Adjust the casting direction using the Directional Buttons, and press the ⊗ Button twice to determine the fly distance.

⊗ Button (first press): activates the power gauge.
⊗ Button (second press): stops the power gauge; makes a cast.

- The lure screen will be displayed in the upper left corner of the game screen once the casting has taken place.
- The closer the gauge indicator is to "MAX", the farther out the line will be cast.

Bring in the line by pressing down on the ⊗ Button. The rod can be moved using the Direction Buttons.

- If the lure has been reeled back all the way to the rod, cast the line again.
- If the text: "Biting" registers on the lure screen, try to hook the fish by adjusting the rod to the fish's movement, using the Directional Buttons.
- You can operate the rod on the left stick if you are playing on an analog controller.

Once the fish "hits", the screen will switch to an underwater view.
If the tension gauge lights up:
⊗ Button: release the Button to stop taking the line in.
(L1 ,L2, R1, R2) Button: releases the line to lessen the tension.

- See p. 3 for analog controller operations.
- The screen will also go to an underwater view when the fish fight the line.
- The line will automatically be reeled in if a line break occurs. Recast the line once retrieval is complete.
- An overtaxed tension gauge, indicated by red lights, could lead to LOST or LINE BREAK.

PLAYING THE GAME

The CONTINUE screen will be displayed for 10 seconds after TIME goes to 0. Press the Start Button to return to the Game screen. Once all of the continues have been used the GAME will be OVER.

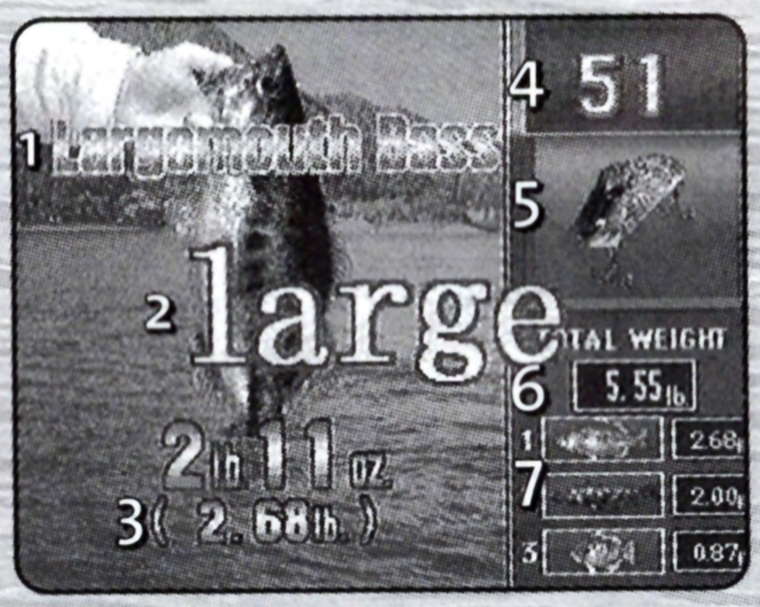
- The number of Continues can be changed in the OPTION screen.

About the Measurement Screen

The measurement screen is displayed when a fish is caught. Extra time will be awarded depending on the size and the weight class of the fish. Scroll through the catch using the Directional Buttons.

1. Name of the Catch
2. Size of the Fish
3. Weight of the Fish
4. Time
5. Lure Used
6. Total Weight of the Bass
7. Cumulative Result to Date:
The weightiest three catches are displayed.

- ***The"Big Bass Ranking" screen is displayed only when a bass caught was included in the ranking.***



The Save Screen

The game can be saved after its conclusion, or in the OPTION setting.

• For more about saving p.24
• Fore more about OPTION p.26

Making Changes to the Bass Fishing Result

Toggle among the fishing results using the UP/DOWN Directional Buttons when a casting is not in progress.

BIG 3 TOTAL: Displays the total weight of the top three bass caught.
TOTAL: Displays the total weight of all bass caught.
LARGEST: Displays the weight of the largest bass caught.

Switching from the Game Screen

Press the (L1, L2, R1, R2) Button from a non-casting state to switch from the game screen to the select screen. This will also PAUSE the game. Choose from among the three modes using the Directional Buttons to highlight and item and select it with by pressing the ⊗ Button.

LURE CHANGE: switches to the lure select screen.
MOVE SPOT: switches to the SPOT SELECT screen.
• Can be selected in VS PLAY only before either player makes a cast.
LIVE WELL: Allows the player to see the condition of the top four fish currently in the player's catch.
• Will not display if there has been no catch.

ABOUT THE BEGINNER MODE

This is a practice mode best suited to beginners, set in Lake Paradise. Instructions will appear on-screen. • The display will assume use of Type A operations.

The Spot Select Screen
Choose from among the fishing spots using the Directional Buttons, and select with the ⊗ Button.

The Lure Select Screen
Highlight a lure type using the Directional Buttons, the lure color with Directional Buttons, and select with the ⊗ Button. A guidance screen on the selected lure will be displayed. Press the ⊗ Button to move to the game screen.

The Game Screen
While playing in the Beginner mode, the game will offer on screen Guidance. The Guidance display will appear on the game screen. Use the ⊗ Button to move/advance to the next display. • For more on the game screen, p.10

The Game Over Screen
"Today's Results", followed by "Total Results", will be displayed when the time runs out or "Continue" has not been selected. Highlight a letter using the Directional Button and select with the ⊗ Button to enter a three-letter name. The screen will then display "GAME OVER" and return to the Demo.

- The name entry in the "Total Results" screen will only appear when the player has qualified for the "Big Bass Ranking".

The Save Screen
The game can be saved after its conclusion, or in the OPTION setting. • For more about saving p.24 • For more about OPTION p.26

ABOUT THE TRAINING MODE

This mode allows the player to train in three different lakes. Because the "hot " spots and effective lures will remain constant in other modes, it may be advantageous to train for the TOURNAMENT in this mode.

The Lake Select Screen
Highlight a lake using the Directional Buttons, and select with the ⊗ Button.

The Lure Select Screen
Highlight a lure type using the Directional Buttons, the lure color with Directional Buttons, and select with the ⊗ Button. A guidance screen for the selected lure will be displayed. Press the ⊗ Button to move to the next screen.

The Game Screen
The game screen will be displayed. • For more on the game screen, p.10

The Game Over Screen
"Today's Results", followed by "Total Results", will be displayed when the time runs out and there are 0 credits or a "Continue" has not been selected. Highlight a letter using the Directional Button and select with the ⊗ Button to enter a three-letter name. The screen will then display "GAME OVER" and return to the Demo.

- The name entry in the "Total Results" screen will only appear when the player has qualified for the "Big Bass Ranking".

The Save Screen
The game can be saved after its conclusion, or in the OPTION setting.

- For more about saving p.24 • For more about OPTION p.26

ABOUT THE TOURNAMENT MODE

This mode allows players to compete their way through three lakes for a tournament victory. Each lake has a qualifier and a main round.

Tournament Rules:
Qualifier: Take in a bass above a certain weight class within 10 minutes to proceed to the main round.
Main round: The total weight of the top three catches in 10 minutes counts toward the final ranking. The bass netted in the qualifier cannot be included. Final ranking is determined by the cumulative total of scores from each lake.
• The game is over when the time runs out or "Continue" has not been selected.

THE QUALIFIER

About the qualifier

Before starting the qualifier, both the qualifier rules and the tournament rules will be displayed. The selected lake will also be displayed.
Note: The lake is randomly selected.

The TOURNAMENT rules are displayed. Press the ⊗ Button to proceed to the next screen.
The lake for the qualifying round is displayed. Press the ⊗ Button to proceed to the next screen.
• The lake is randomly selected.
The rules for the qualifier are displayed. Press the ⊗ Button to proceed to the next screen.

The Spot Select Screen

Highlight the fishing spot of your choice using the Directional Buttons, and select with the ⊗ Button.

ABOUT THE TOURNAMENT MODE

The Lure Select Screen
Highlight the lure type of your choice using the Directional Buttons, the lure color with Directional Buttons, and select with the ⊗ Button.

The Game Screen
The game screen will be displayed. • For more on the game screen, p.10

Environmental Displays
Displays the date, weather conditions, time and water temperature.

Qualifying Requirements
Displays the performance required to pass the qualifier. The lure screen will be displayed once casting is complete.

Line Length Displays
Displays the length of the line from the lure to the rod.

Time
Displays the the time remaining.

Lure in Use
Displays the lure currently in use.

Tension Gauge
Displays the tautness of the line.

Lure Depth Gauge
Displays the water depth of the lure.

ABOUT THE TOURNAMENT MODE

About the Countdown

The time remaining is displayed at 10 minutes, 5 minutes, 3 minutes, 1 minute, 30 seconds, and 10 seconds before the end of the round.

The Ranking & Result Screen

The "Big Bass Ranking"and "Today's Results' screens are displayed if the player clears the qualifying round.

- The "Big Bass Ranking" screen is displayed only where a bass caught was included in the ranking.

The Game Over Screen

"Today's Results", followed by "Total Results", will be displayed when the time runs out and there are 0 credits or a "Continue" has not been selected. Highlight a letter using the Directional Button and select with the ⊗ Button to enter a three-letter name. The screen will then display "GAME OVER" and return to the Demo.

- The name entry in the "Total Results" screen will only appear when the player has qualified for the "Big Bass Ranking".

THE MAIN ROUND

About the Main Round

The selected lake and rules for the main round will be displayed before you begin. Make sure you're familiar with each lake to insure success.

The lake for the main round is displayed. Press the ⊗ Button to proceed to the next screen.

The rules for the main round are displayed. Press the ⊗ Button to proceed to the next screen.

ABOUT THE TOURNAMENT MODE

The Spot Select Screen
Highlight the fishing spot of your choice using the Directional Buttons, and select with the ⊗ Button.

The Lure Select Screen
Highlight the lure type of your choice using the Directional Buttons, the lure color with Directional Buttons, and select with the ⊗ Button.

The Game Screen
The game screen will be displayed. • For more on the game screen, p.10

Environmental Displays
Displays the date, weather conditions, time and water temperature.

Bass Fishing Results
The total weight for the three top catches is displayed.
The lure screen will be displayed once casting is complete.

Line Length Displays
Displays the length of the line from the lure to the rod.

Time
Displays the time remaining.

Lure in Use
Displays the lure currently in use.

Tension Gauge
Displays the tautness of the line.

ABOUT THE TOURNAMENT MODE

Lure Depth Gauge
Displays the water depth of the lure.

About the Countdown
The time remaining is displayed at 10 minutes, 5 minutes, 3 minutes, 1 minute, 30 seconds, and 10 seconds before the end of the round.
• There will be a one-second countdown from the 10-second mark.

Ranking & Result Screen
"Today's Results", "Total Results" (weight scores for each round and the cumulative weight), and the "Tour Ranking" (standing in the tournament) are displayed in order after the conclusion of the main round.
• The "Big Bass Ranking" screen is displayed only where a bass caught was included in the ranking.
The "Best Anglers" screen is displayed at the conclusion of the third and final main round.

The Save Screen
The game can be saved after its conclusion, or in the OPTION setting.
• For more about saving p.24
• For more about OPTION p.26

ABOUT THE VS. PLAY MODE

This mode allows two players to compete.

- This choice is not available in the select screen unless both controllers are plugged in.
- Victory is determined by the total weight of the three top bass caught within a specified time limit.
- No "Continues" are possible in VS Play.

The Lake Select Screen

Highlight a choice from among three lakes using the Directional Buttons, and select with the ⊗ Button.

The Spot Select Screen

Highlight the fishing spot using the Directional Buttons, and select with the ⊗ Button.

- Note: The Environmental display (date, weather conditions, time, water temperature) does not appear on the game screen in the VS PLAY. Please confirm the information in the Spot Select screen.

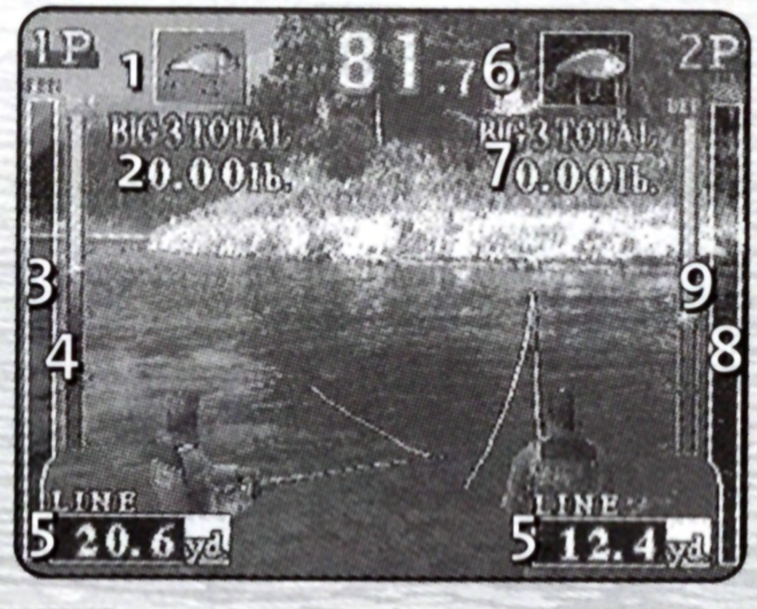
The Lure Select Screen

Player 1 will make a lure selection, followed by Player 2. Highlight the lure type of your choice using the Directional Buttons, the lure color with Directional Buttons, and select with the ⊗ Button.

The Game Screen

The game screen will be displayed. • For more on the game screen, p.10

ABOUT THE VS. PLAY MODE



Time

1. 1P Lure in Use
Displays the lure currently in use.

2. 1P Total weight of top three bass

3. 1P Tension Gauge
Displays the tautness of the line.

4. 1P Lure Depth Gauge
Displays the water depth of the lure.

5. Line Length Displays
Displays the length of the line from the lure to the rod.

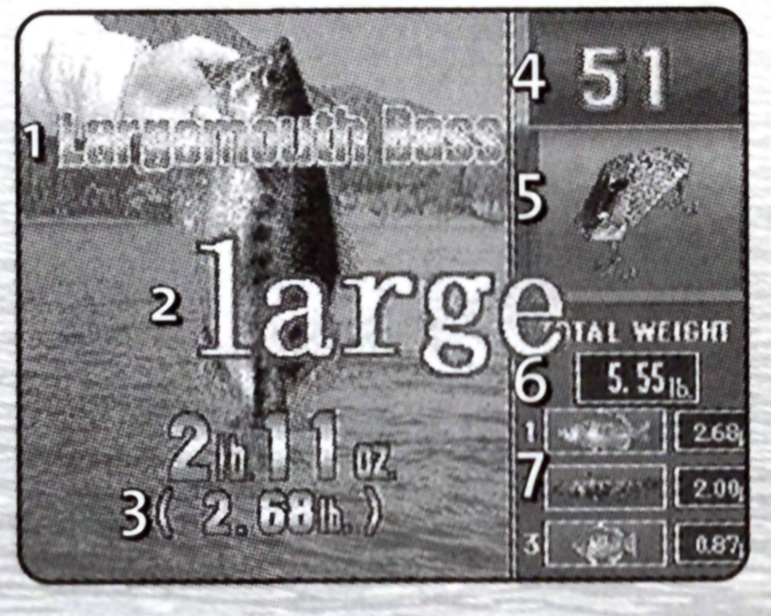
6. 2P Lure in Use
Displays the lure currently in use.

7. 2P Total weight of top three bass

8. 2P Tension Gauge
Displays the tautness of the line.

9. 2P Lure Depth Gauge
Displays the water depth of the lure.

ABOUT THE VS. PLAY MODE



1. Name of the Catch
2. Size of the Fish
3. Weight of the Fish
4. Time
5. Lure Used
6. Total Weight of the Bass
7. Cumulative Result to Date:
The heaviest three catches are displayed.

• Fishing results cannot be saved in 2 player mode.

The Save Screen

The play count and other information will be saved after the game's conclusion if the AUTO SAVE OPTION is on.

• Fishing results displayed on the game screen will not be saved
• For more about saving p. 24
• For more about OPTION p. 26

Switching from the Game Screen

Press the (L1,L2, R1, R2) Button from a non-casting state to switch from the game screen to the select screen.

Choose from among the three modes using the Directional Buttons and select with the ⊗ Button.

LURE CHANGE: switches to the lure select screen.

MOVE SPOT: switches to the SPOT SELECT screen.

ABOUT SAVING

• Can be selected in VS PLAY only before either player makes a cast.

LIVE WELL: Allows the player to see the condition of the top four fish currently in the player's catch.

• Will not display if there has been no catch.

ABOUT SAVING

Use Memory Cards (sold separately) to save and load data.
One block of memory is required in order to save data for this game.
The data saved consists of the fishing results saved at the conclusion of the game screen. Please clear unnecessary data from the memory card beforehand in order to make enough room for new data.

• Caution: Data that has been erased cannot be recovered.

About Memory Cards

Please make sure that the Memory Card is in Memory Card slot 1 before starting a game.
Please do not remove the memory card from its slot while saving. Data could be lost.

WARNING:

If the AUTO SAVE is set to ON in the OPTION settings, new game data will write over old data once the game is ended or upon exiting the OPTION mode. Please be aware that ranking results will also be automatically overwritten at this time.

ABOUT SAVING

About the Error Messages

Error messages may be displayed while saving or loading data.

"Cannot find Memory Card in Memory Card slot 1"
The memory card has not be inserted. You will not be able to save the game if you start it without inserting a memory card.

"There are not enough empty blocks to save game"
The Memory Card connected does not have a sufficient number of available blocks.
Please insert a Memory Card with more than 1 block of available space into the memory card slot 1.

"This Memory Card has not been formatted. Do you want to format the Memory Card?"
The Memory Card is not formatted. You must format the Memory Card before any games can be saved.

"Auto Load failed.", "Auto save failed.",
"Load failed.", "Save failed."
The Memory Card data is damaged or invalid.

"The Memory Card is damaged."
If the message above is repeatedly displayed, the Memory Card may be faulty. Please try a new Memory Card.

OPTIONS

This mode allows players to change game settings.
Highlight each item using the UP/DOWN Directional Buttons, and choose a setting with the LEFT/RIGHT Directional Buttons.
Highlight EXIT when the settings are complete, and select with the ⊗ Button.

CREDIT: Set the number of "Continues". 1, 3, 5, 7, 9, FREE (unlimited).
DIFFICULTY: Set the difficulty to one of eight levels. (EASIEST through HARDEST)
PLAY TIME: Adjust the time limit in the original mode to one of five choices.
60 seconds, 120 seconds, 180 seconds, 240 seconds, 300 seconds
CONTROLLER: Highlight items using the UP/DOWN Directional Button, and adjust settings with the LEFT/RIGHT Directional Buttons.
CONTROLLER TYPE: Choose a type A, B, or C setting.

- Press the ⊗ Button to display the controller and confirm the Button configuration. Switch controller setting type with the Directional Buttons.

Return to the OPTION screen with the (L1,L2, R1, R2) Button.
R3 Button: Use the R3 Button to configure casting and releasing. Change how the R3 Button is used.

- This OPTION is only available on the Dual Shock™ Analog controller in analog mode.

NO USE: Do not use.
CAST: Use only for casting.
RELEASE: Use only for releasing.
CAST – Release: Use for casting and releasing.
SHOCK: Activate and deactivate vibration function.

OPTIONS

REEL SENSITIVITY: Set the degree of reel intake at one of five levels.
1 2 3 4 5 (Low Normal High)
1 (Low) to 5 (High)

AUTO LOAD: Activate/deactivate the automatic loading of saved fishing results and other data.
AUTO SAVE: Activate/deactivate automatic saving of game data at its conclusion.

- Loading and saving functions are still available through the OPTION items below when the AUTO LOAD, AUTO SAVE are off.

LOAD: Load previously saved data from a memory card.
SAVE: Save data at the conclusion of the game screen.
RANKING: Highlight an item and select with the ⊗ Button.
BEST ANGLER: Displays the high scores for the TOURNAMENT saved.
BIG BASS RANKING: Displays the ranking for the bass caught.
BLUE GILL: Displays the ranking for the blue gill caught.
RAINBOW TROUT: Displays the ranking for the rainbow trout caught.
SNAKEHEAD: Displays the ranking for the snakehead caught.
CATFISH: Displays the ranking for the catfish caught.
CATFISH (BIWA): Displays the ranking for the Hudler catfish caught.
LIVE WELL: View the fish caught and saved.
EXIT: Highlight the item and select with the ⊗ Button to return to the GAME SELECT screen.

- Each OPTION setting will be saved if the AUTO SAVE OPTION is active.

TIPS FOR ALL ANGLERS

Point 1: Weather Conditions & Water Quality
Lure effectiveness changes depending on the weather and the water. Study the characteristics of each lure type and learn to move them realistically.

Point 2: Fishing Spots
Bass hot spots don't change from TRAINING to tourney mode. Find yourself a great bass fishing spot beforehand; knowledge is power!

Point 3: Lure Manipulations
Pay attention to instructions on lure motions. Move them the way they're meant to and you should see the difference.

Point 4: Biting
The "Biting" display means that the fish is about to engage the lure. Pull in the rod at the right time and score that HIT!

Point 5: Tension
Don't think you can just pull in heavyweights like big bass by simply cranking the reel. Work with the tension gauge and bring the fish in after you tire them out.

Point 6: Time
Most fish besides bass don't net you extra time, but there may be an exception. Even if it isn't a bass, haul them in!

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